

**What is Claimed Is:**

1. A method for testing synchronization between a first graphics processing unit coupled to a second graphics processing unit, comprising:
  - detecting whether an incoming synchronization signal has been received;
  - determining whether the incoming synchronization signal is received from one of the first graphics processing unit, the second graphics processing unit and an external synchronization signal; and
  - indicating on a control panel one of a first and second synchronization input/output ports on one of the first graphics processing unit and the second graphics processing unit as an input port and the other one of the first and second synchronization input/output ports as an output port, if the incoming synchronization signal is received from the one of the first graphics processing unit and the second graphics processing unit.
2. The method of claim 1, further comprising indicating on the control panel that the incoming synchronization signal is from the external synchronization signal, if the incoming synchronization signal is received from the external synchronization signal.
3. The method of claim 1, wherein detecting whether the incoming synchronization signal has been received comprises detecting a frame edge, wherein a series of frame edges define the incoming synchronization signal.
4. The method of claim 1, further comprising indicating on the control panel the first and second synchronization input/output ports as output ports, if the incoming synchronization signal has not been received.
5. The method of claim 1, further comprising indicating on the control panel that no incoming synchronization signal from the external synchronization signal has been received, if the incoming synchronization signal has not been received.
6. The method of claim 1, wherein the control panel is a graphical user interface.
7. The method of claim 1, further comprising:

comparing a stereo signal from the first graphics processing unit with a stereo signal from the second graphics processing unit module;

determining whether the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit; and

indicating on the control panel that the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit, if the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit.

8. The method of claim 7, further comprising indicating on the control panel that the stereo signal from the first graphics processing unit is out of phase with the stereo signal from the second graphics processing unit, if the stereo signal from the first graphics processing unit is out of phase with the stereo signal from the second graphics processing unit.

9. The method of claim 1, further comprising:

determining whether the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit; and

indicating on the control panel that the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit, if the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit.

10. The method of claim 9, further comprising indicating on the control panel that the synchronization signal of the first graphics processing unit is out of phase with the synchronization signal of the second graphics processing unit, if the synchronization signal of the first graphics processing unit is out of phase with the synchronization signal of the second graphics processing unit.

11. A computer readable medium containing a program which, when executed, performs an operation, comprising:

detecting whether an incoming synchronization signal has been received;

determining whether the incoming synchronization signal is received from one of the first graphics processing unit, the second graphics processing unit and an external synchronization signal; and

indicating on a control panel one of a first and second synchronization input/output ports on one of the first graphics processing unit and the second graphics processing unit as an input port and the other one of the first and second synchronization input/output ports as an output port, if the incoming synchronization signal is received from the one of the first graphics processing unit and the second graphics processing unit.

12. The computer readable medium of claim 11, wherein the operation further comprises indicating on the control panel that the incoming synchronization signal is from the external synchronization signal, if the incoming synchronization signal is received from the external synchronization signal.

13. The computer readable medium of claim 11, wherein the operation further comprises indicating on the control panel the first and second synchronization input/output ports as output ports, if the incoming synchronization signal has not been received.

14. The computer readable medium of claim 11, wherein the operation further comprises indicating on the control panel that no incoming synchronization signal from the external synchronization signal has been received, if the incoming synchronization signal has not been received.

15. The computer readable medium of claim 11, wherein the operation further comprises:

comparing a stereo signal from the first graphics processing unit with a stereo signal from the second graphics processing unit module;

determining whether the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit; and

indicating on the control panel that the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit, if the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit.

16. The computer readable medium of claim 15, wherein the operation further comprises indicating on the control panel that the stereo signal from the first graphics processing unit is out of phase with the stereo signal from the second graphics processing unit, if the stereo signal from the first graphics processing unit is out of phase with the stereo signal from the second graphics processing unit.

17. The computer readable medium of claim 11, wherein the operation further comprises:

determining whether the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit; and

indicating on the control panel that the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit, if the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit.

18. The computer readable medium of claim 17, wherein the operation further comprises indicating on the control panel that the synchronization signal of the first graphics processing unit is out of phase with the synchronization signal of the second graphics processing unit, if the synchronization signal of the first graphics processing unit is out of phase with the synchronization signal of the second graphics processing unit.

19. An apparatus for testing synchronization between a first graphics processing unit coupled to a second graphics processing unit, comprising:

means for detecting whether an incoming synchronization signal has been received;

means for determining whether the incoming synchronization signal is received from one of the first graphics processing unit, the second graphics processing unit and an external synchronization signal; and

means for indicating on a control panel one of a first and second synchronization input/output ports on one of the first graphics processing unit and the second graphics processing unit as an input port and the other one of the first and second synchronization input/output ports as an output port, if the incoming synchronization signal is received from the one of the first graphics processing unit and the second graphics processing unit.

20. The apparatus of claim 19, further comprising means for indicating on the control panel that the incoming synchronization signal is from the external synchronization signal, if the incoming synchronization signal is received from the external synchronization signal.

21. The apparatus of claim 19, further comprising means for indicating on the control panel the first and second synchronization input/output ports as output ports, if the incoming synchronization signal has not been received.

22. The apparatus of claim 19, further comprising means for indicating on the control panel that no incoming synchronization signal from the external synchronization signal has been received, if the incoming synchronization signal has not been received.

23. The apparatus of claim 19, further comprising:

means for comparing a stereo signal from the first graphics processing unit with a stereo signal from the second graphics processing unit module;

means for determining whether the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit; and

means for indicating on the control panel that the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics

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processing unit, if the stereo signal from the first graphics processing unit is in phase with the stereo signal from the second graphics processing unit.

24. The apparatus of claim 19, further comprising:

means for determining whether the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit; and

means for indicating on the control panel that the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit, if the synchronization signal of the first graphics processing unit is in phase with the synchronization signal of the second graphics processing unit.